

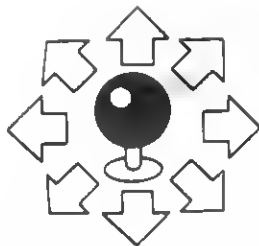


BEFORE USING THE PLAY FUNCTION  
SET UP (OR CHECK) ALL CONDITIONS AS FOLLOWS:

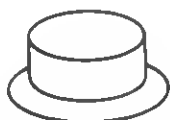
- (1) PRESS THE TEST SWITCH.  
SCREEN SIZE AND COLOR CONDITION WILL APPEAR.  
IF NECESSARY, ADJUST SIZE AND COLOR USING THE MONITOR CONTROLS.
- (2) PRESS THE TEST SWITCH AGAIN.  
THE CONTROL LEVER AND PUSH BUTTON CONDITION WILL APPEAR.  
CHECK THE LEVER AND BUTTON POSITIONS.
- (3) PRESS THE TEST SWITCH AGAIN.  
CONFIGURATION AND SOUND CHECK INFORMATION WILL APPEAR.  
IF NECESSARY, CHANGE SELECTIONS USING THE CONTROL LEVER AND PUSH BUTTON.  
AFTER EACH MODE APPEARS, CHECK IT (OR CHANGE ITS SETTING) USING THE CONTROL LEVER AND PUSH BUTTON.
- (4) AFTER GOING THROUGH THE ABOVE THREE STEPS, PRESS THE TEST SWITCH AGAIN TO RESET TO THE NORMAL PLAY MODE.

		SELECTIVE ITEM	
1	GAME STYLE	* 2 PLAYER INTERACTIVE	3 PLAYER INTERACTIVE
2	PICTURE INDICATE	* NORMAL	REVERSE
3	SHOOTING STYLE	* FULL-AUTO	SEMI-AUTO
	(for HONG KONG, KOREA, TAIWAN)	* SEMI-AUTO	FULL-AUTO
4	DEMO SOUND	* ON	NO SOUND
5	COIN SW-1	* 1 COIN / 1 CREDIT	1 COIN / 2 CREDIT
		2 COIN / 1 CREDIT	2 COIN / 3 CREDIT
	(for EUROPE)	* 1 COIN / 1 CREDIT	2 COIN / 1 CREDIT
		3 COIN / 1 CREDIT	4 COIN / 1 CREDIT
6	COIN SW-2	* 1 COIN / 1 CREDIT	1 COIN / 2 CREDIT
		2 COIN / 1 CREDIT	2 COIN / 3 CREDIT
	(for EUROPE)	* 1 COIN / 2 CREDIT	1 COIN / 3 CREDIT
		1 COIN / 4 CREDIT	1 COIN / 6 CREDIT
7	DIFFICULTY	* B (NORMAL)	A (EASY)
		C (DIFFICULT)	D (MORE DIFFICULT)
8	EXTRA PLAYER	* 500,000 EACH	300,000 EACH
		300,000 ONLY	NO EXTRA PLAYER
9	NUMBER OF PLAYER	* 3	5
		2	1
10	GAME MODE	* NORMAL MODE	INVINCIBLE MODE
11	CONTINDE PLAY	* ON	OFF

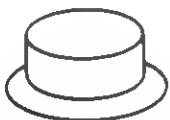
\* FACTORY CHOICE



8 WAY JOYSTICK



SHOOT BUTTON



BOMB BUTTON

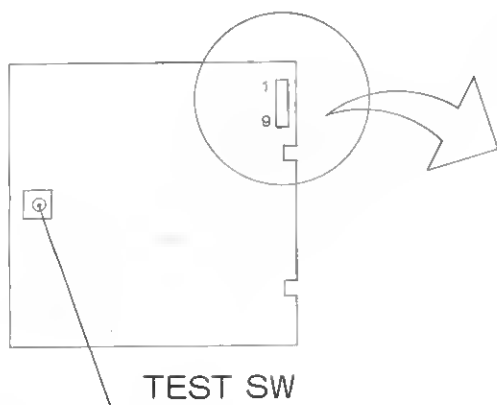
### ★OPTIONAL FUNCTION

WHEN YOU USE 3 PLAYERS CABINET, USE ATTACHED CONNECTOR AND JOIN AS BELOW PICTURE. WILL BE 3PLAYER INTERACTIVE.

NOTE: CHECK AND SET GAME STYLE BY TEST SW CONFIGURATION MODE BEFORE PLAY.

## ★JAMMA

SOLDER FACE				PARTS FACE
GND	A	1	GND	
GND	B	2	GND	
+5V	C	3	+5V	
+5V	D	4	+5V	
N.C.	E	5	N.C.	
+12V	F	6	+12V	
	H	7		
COIN COUNTER 2	J	8	COIN COUNTER 1	
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)	
SP (-)	L	10	SP (+)	
N.C.	M	11	N.C.	
VIDEO GREEN	N	12	VIDEO RED	
VIDEO SYNC	P	13	VIDEO BLUE	
SERVICE SW	R	14	VIDEO GND	
	S	15	TEST SW	
COIN SW 2	T	16	COIN SW 1	
START SW 2	U	17	START SW 1	
2P UP	V	18	1P UP	
2P DOWN	W	19	1P DOWN	
2P LEFT	X	20	1P LEFT	
2P RIGHT	Y	21	1P RIGHT	
2P PUSH 1	Z	22	1P PUSH 1	
2P PUSH 2	a	23	1P PUSH 2	
N.C.	b	24	N.C.	
N.C.	c	25	N.C.	
N.C.	d	26	N.C.	
GND	e	27	GND	
GND	f	28	GND	



3P(CN3)

1	BROWN	→	3P	UP
2	RED		3P	DOWN
3	ORANGE		3P	LEFT
4	YELLOW		3P	RIGHT
5	GREEN		3P	PUSH 1
6	BLUE		3P	PUSH 2
7	PURPLE			START SW 3
8	BLACK			GND
9	(N.C.)			



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